How to Build and Play Micro Golf

The Party Style Golf Tabletop Game

# Introduction

Micro Golf is a game designed for players of all ages and skill levels, and like mini golf, it is not based solely on skill but partially on luck. Micro Golf is designed with all players in mind, from young to old. The golf in this game is not going to be very difficult for players, however the strategy itself is where this game really shines.

The reason we all love to play mini-golf is because no two holes are the same, there is always some type of obstacle, whether it be the laughing clown [happy Gilmore gif here if possible], small bumps, or just a couple of turns. The biggest problem with Mini golf however is requirement to go to or build a course in a large open area. It isn’t something that you can effectively play in your apartment. Micro Golf solves this problem and allows for you to play if you have open floorspace or an open table. It can be played solo for practice but is recommended to play with at least 2 Players. The following guide provides information on how to build and play the game.

# Building Micro Golf

The following build guide is designed to be as simple as possible and allow for a quick build of the game. Micro Golf is physically a very simple game and can be created with either a 3D printer or a Laser Cutter. The 3D printer is great as it allows for clubs to be printed, however the frame and center piece are designed to be either laser cut or printed.

## Required Materials:

* 3D Printer or Laser Cutter (Both makes for the easiest assembly and quickest gameplay)
* ¼” Wood or acrylic (if using a lasercutter, filament if using a printer)
* Downloaded DXF Files and/or STL Files (for the game pieces)
* Glue – any type for your selected build material
* Pencils – These will be handles for the golf clubs. The clubs are designed for hexagonal pencils but you can use any type. This is done for simplicity and strength.

## 3D Printing (Skip to laser cutting if you are going that route):

1. Download the STL files and print the following quantities of game pieces:
   1. 4 x Triangle 1
   2. 4 x Triangle 2
   3. 4 x Circle
   4. 4 x Corner
   5. 4 x Ramp
   6. 1 x Center
   7. At least 12 x Side (More sides allows for large play area ex: 12 allows for 30in x 30in
2. Proceed to Club Building

## Laser cutting (Skip if 3D printing the game pieces):

1. Download the DXF files and cut the following quantities of parts out of 1/4” material. Tolerances of .25mm on each side of joints have been designed in, let us know if you need different tolerances.
   1. 4 x Triangle 1
   2. 4 x Triangle 2
   3. 4 x Circle
   4. 4 x Corner
   5. 24 x Ramp\_Middle
   6. 8 x Ramp\_Wall
   7. 1 x Center
   8. At least 12 x Side (More sides allows for large play area ex: 12 allows for 30in x 30in
2. Assemble the Hole [Collin I’ll let you do this part]

## Club Building

1. Download your choice of club files and print the head if you can on your 3D printer, we recommend printing 4 heads, preferably in different styles so you can have your own special club. We encourage you to design your own club, because you are only as cool as your club.
2. One the club has printed attempt to put the pencil in the handle hole as shown. [Image here]
3. Glue the handle into the club head. Hot glue, epoxy, and superglue should all work well. If you are having issues getting the pencil to fit you can either drill out the hole, or adjust the scale when printing. I printed the clubs in 100% infill to give them the nice golf club weight they deserve.
4. Once you have 4 clubs you are ready to play the game of Micro Golf!

# Gameplay

Congrats! You are now worthy and able to play the game of Micro-Golf!

## Game Setup

1. Build the boundary for the game with the corner and side pieces. The game is expandable and can be modified in size to your desire. We recommend a minimum area of at least 30in x 30in (3 side pieces per side). [image of board]
2. Place the hole in the center of the board as shown [image]
3. Divide the pieces up equally among the corners. These pieces are what make this game interesting.

## Starting the Game

1. The First Choice you have is to choose a game mode. These each have difficulties of easy, medium, and hard. Beginners should start on easy, however seasoned golfers will love the thrill of the hard version.
   1. Basic Mode: This is the simplest way to play the game and recommended for all first time players
   2. Evil Genius: If you get frustrated when games get difficult, I’d skip this mode.
   3. Party Play: Perfect for large parties, builds upon Basic Mode to allow for tournament style play